

### **AMENDMENTS TO THE CLAIMS**

This listing of claims will replace all prior versions, and listings, of claims in the application:

#### **Listing of Claims:**

1. (Currently Amended) A method operable in a local device for determining clock skew in a packet-based session between said local device and a remote device with a non-deterministic packet delay, said method comprising the steps of:

receiving a sequence of control packets from ~~[[a]]~~ the remote device transmitting media packets in a session; each control packet including a remote real time-stamp; and a remote media card clock time-stamp corresponding to the remote real time-stamp; and

comparing a first real-time stamp and a first remote media card clock time-stamp from a first received control packet with second real-time stamp and a second remote media card clock time-stamp from a second received control packet to determine~~ing from said two or more of said~~ received control packets, a first relative rate of a remote media card clock to the remote real time rate.

2. (Currently Amended) A method according to claim 1 comprising the steps of:

transmitting a sequence of control packets from ~~[[a]]~~ said local device transmitting media packets in ~~[[a]]~~ said session; each control packet including a local real time-stamp; and a local media card clock time-stamp corresponding to the local real time-stamp; and

comparing a third real-time stamp and a first local media card clock time-stamp from a first transmitted control packet with fourth real-time stamp and a second local media card clock time-stamp from a second transmitted control packet to determine~~ing from said two or more of said~~ transmitted control packets, a second relative rate of a local media card clock to the local real-time rate.

3. (original) A method according to claim 2 comprising the step of:  
synchronizing said local real time rate with said remote real time-rate.
4. (previously presented) A method according to claim 3 wherein said devices  
communicate across an Internet Protocol (IP) network.
5. (original) A method according to claim 4 wherein said network is one of a LAN  
(Local Area Network) a WAN (Wide Area Network) or the Internet.
6. (original) A method according to claim 4 wherein said synchronisation employs  
the Network Time Protocol.
7. (original) A method according to claim 1 wherein said media packets are Realtime  
Transport Protocol (RTP) packets and wherein said control packets are RTP Control Protocol  
(RTCP) Sender Report (SR) packets.
8. (original) A method according to claim 2 further comprising the step of:  
adjusting the contents of a buffer storing said media packets received from a transmitting  
device according to said first and second relative rates.
9. (previously presented) A method according to claim 3 further comprising the step  
of:  
determining from a difference in time between local real time when a control packet is  
received and the remote real time-stamp of said control packet, a first approximation of one-way  
media packet delay; and

determining from said first relative rate and said first approximation a skew-corrected one-way media packet delay between devices in said session.

10. (previously presented) A method according to claim 9 further comprising the step of:

adjusting a playout strategy of said session according to said skew-corrected one-way media packet delay.

11. (original) A method according to claim 1 wherein said real time-stamp is a system clock time.

12. (Currently Amended) A telephony application running in a telephony device arranged to perform the steps of claim 1 to determine clock skew in a packet-based session with a non-deterministic packet delay between said device and a remote device, said device being arranged to:

receive a sequence of control packets from the remote device transmitting media packets in a session; each control packet including a remote real time-stamp; and a remote media card clock time-stamp corresponding to the remote real time-stamp; and

compare a first real-time stamp and a first remote media card clock time-stamp from a first received control packet with second real-time stamp and a second remote media card clock time-stamp from a second received control packet to determine from said two received control packets, a first relative rate of a remote media card clock to the remote real time rate.

13. (Currently Amended) A computer program product comprising computer program code stored on a storage medium which when executed in a local device is arranged to determine clock skew in a packet-based session with a non-deterministic packet delay between said local

device and a remote device. said method comprising perform the steps of claim 1:

receiving a sequence of control packets from the remote device transmitting media packets in a session: each control packet including a remote real time-stamp; and a remote media card clock time-stamp corresponding to the remote real time-stamp; and

comparing a first real-time stamp and a first remote media card clock time-stamp from a first received control packet with second real-time stamp and a second remote media card clock time-stamp from a second received control packet to determine from said two received control packets, a first relative rate of a remote media card clock to the remote real time rate.